ALGORITMA DAN PEMROGRAMAN
PROGRAM GUI

DISUSUN OLEH :

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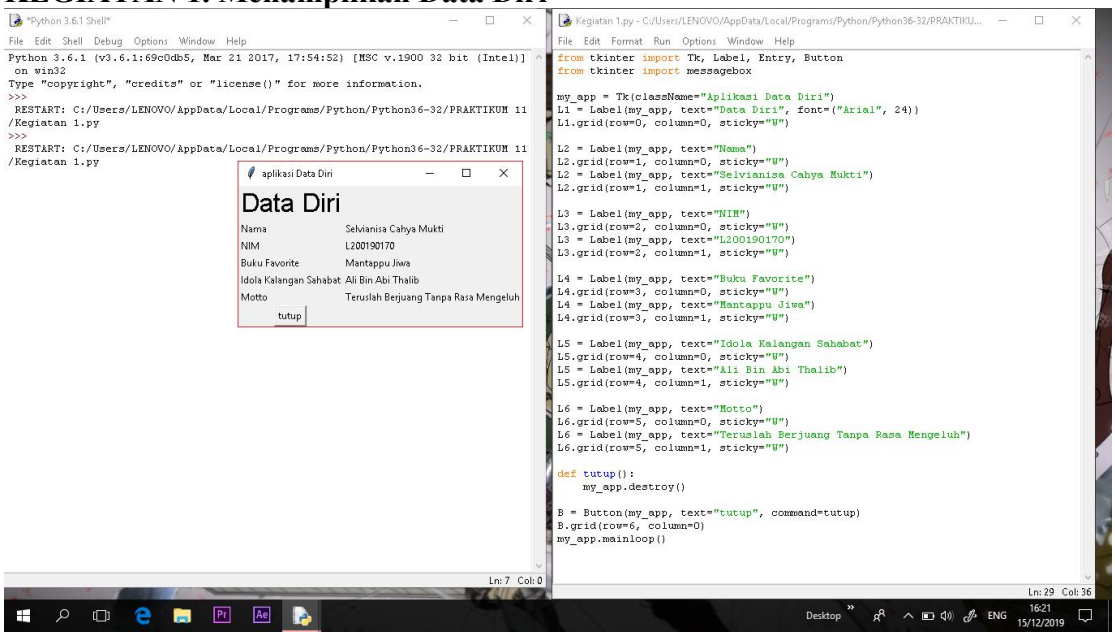
INFORMATIKA

FAKULTAS KOMUNIKASI DAN INFORMATIKA

UNIVERSITAS MUHAMMADIYAH SURAKARTA

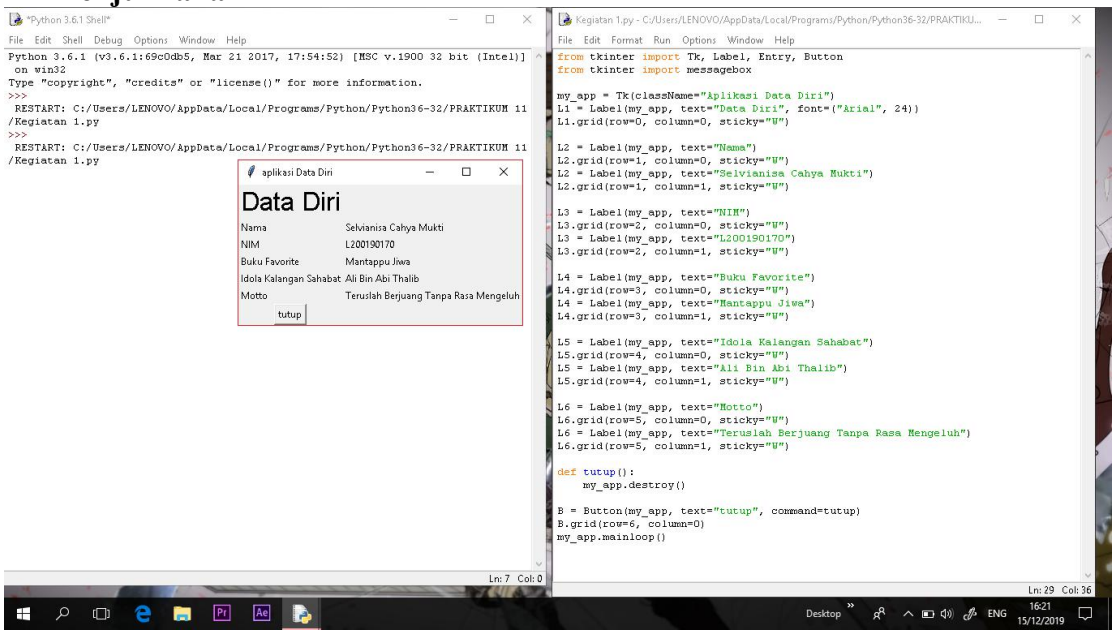
TAHUN 2019

KEGIATAN 1. Menampilkan Data Diri

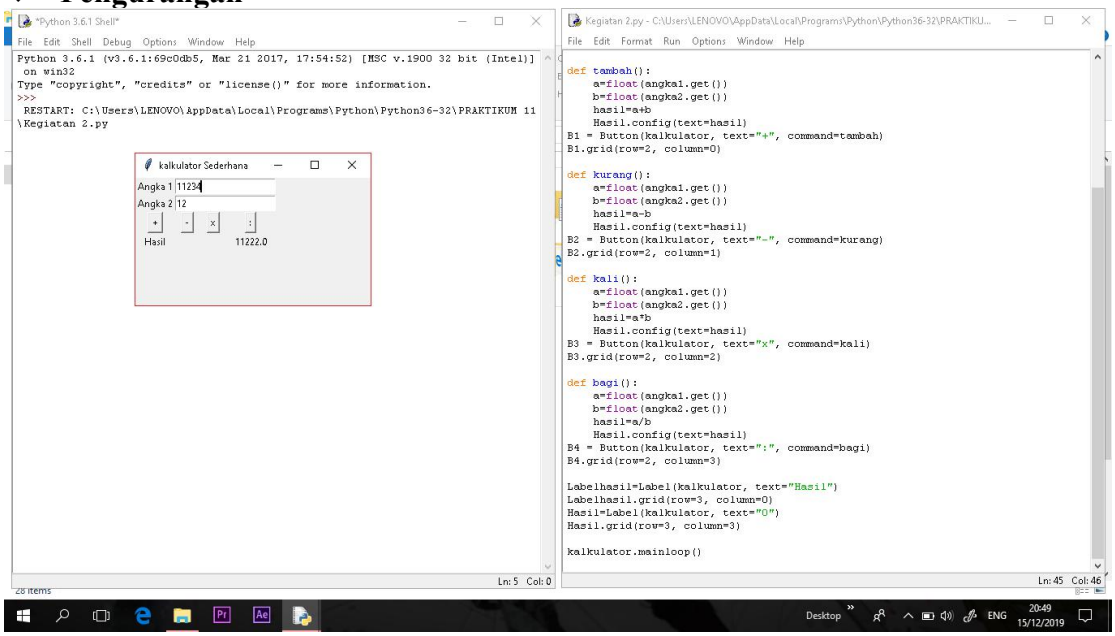


KEGIATAN 2. Membuat Kalkulator Sederhana

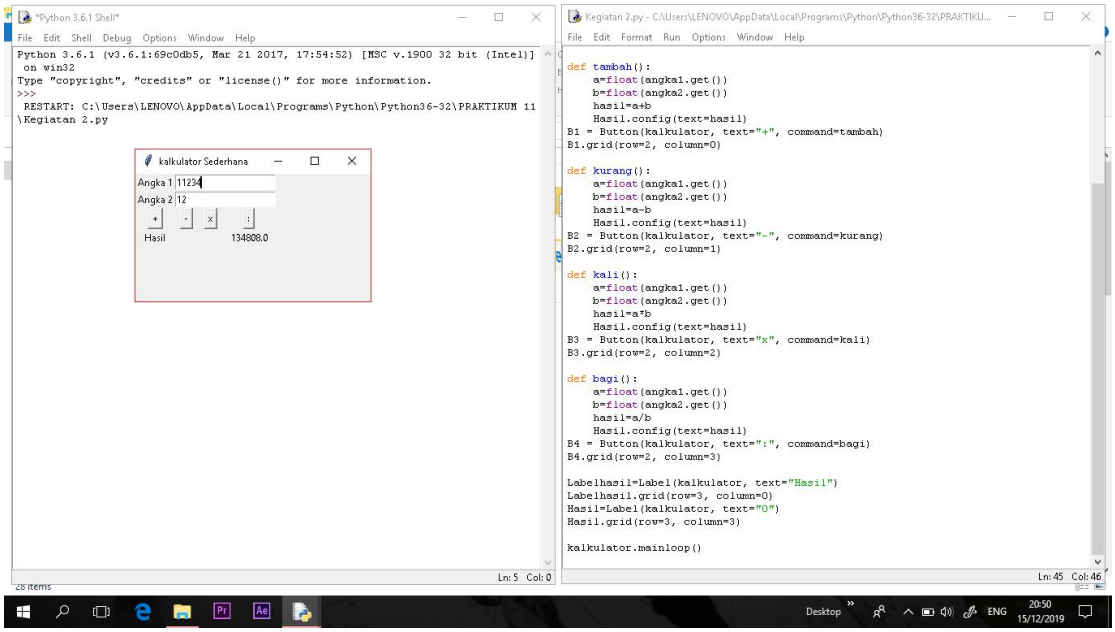
❖ Penjumlahan



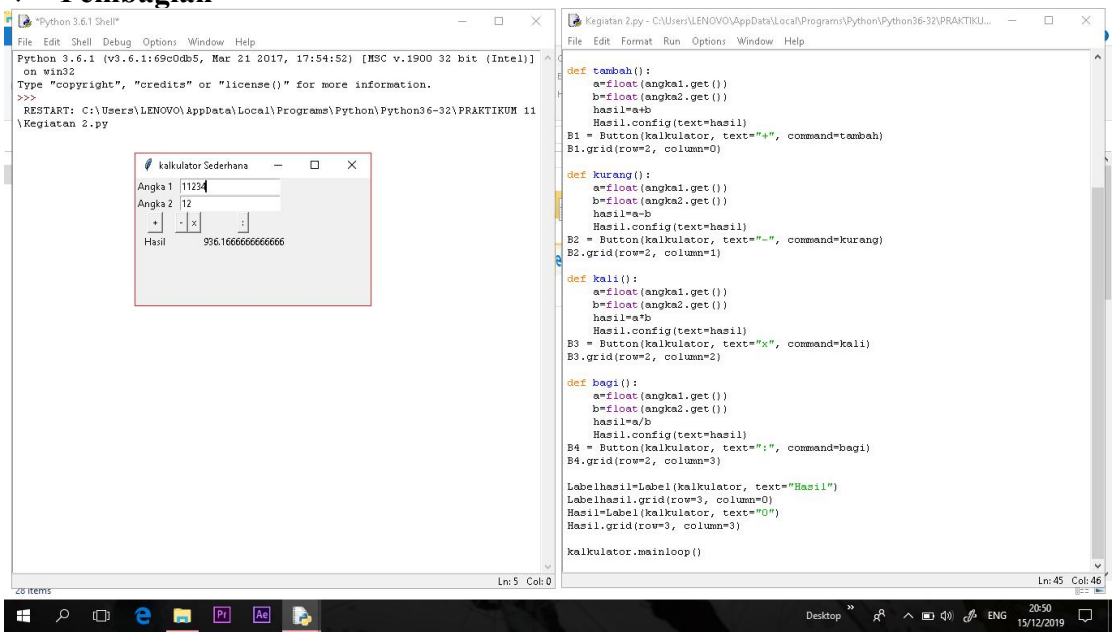
❖ Pengurangan



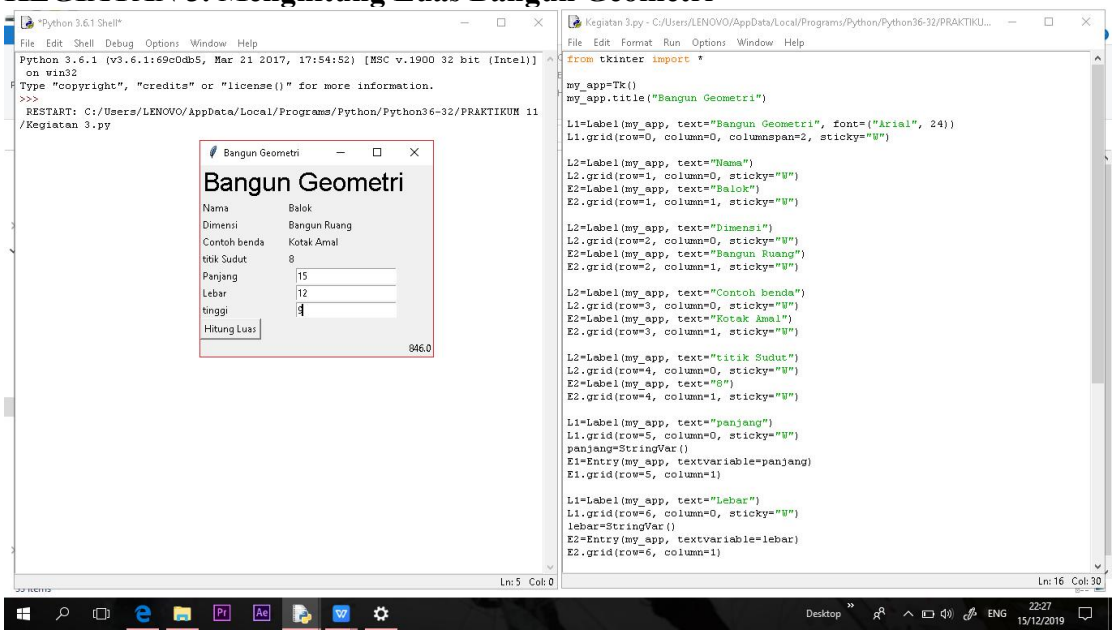
❖ Perkalian

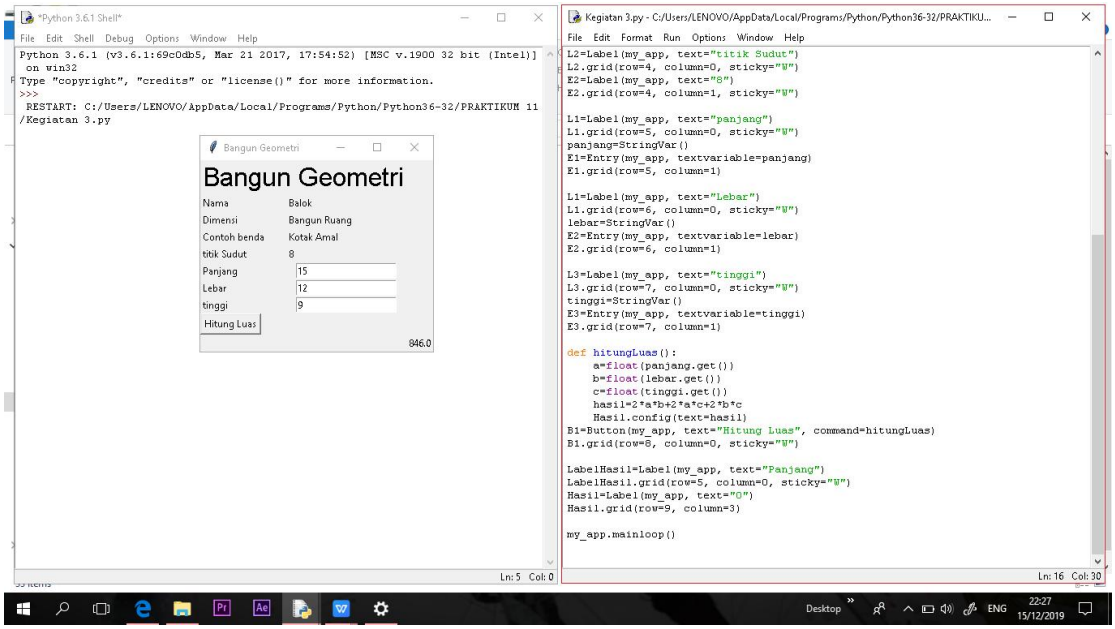


❖ Pembagian



KEGIATAN 3. Menghitung Luas Bangun Geometri




Python 3.6.1 Shell
File Edit Shell Debug Options Window Help
Python 3.6.1 (v3.6.1:69c0db5, Mar 21 2017, 17:54:52) [MSC v.1900 32 bit (Intel)]
on win32
Type "copyright", "credits" or "license()" for more information.
>>>
RESTART: C:/Users/LENOVO/AppData/Local/Programs/Python/Python36-32/PRAKTIKUM 11
/Kegiatan 3.py
Bangun Geometri
Bangun Geometri
Nama Balok
Dimensi Bangun Ruang
Contoh benda Kotak Amal
titik Sudut 8
Panjang 15
Lebar 12
tinggi 9
Hitung Luas
846.0
Ln: 5 Col: 0
Kegiatan 3.py - C:/Users/LENOVO/AppData/Local/Programs/Python/Python36-32/PRAKTIKU...
File Edit Format Run Options Window Help
L2=Label(my_app, text="titik Sudut")
L2.grid(row=4, column=0, sticky="W")
E2=Label(my_app, text="8")
E2.grid(row=4, column=1, sticky="W")
L1=Label(my_app, text="panjang")
L1.grid(row=5, column=0, sticky="W")
panjang=StringVar()
E1=Entry(my_app, textvariable=panjang)
E1.grid(row=5, column=1)
L1=Label(my_app, text="Lebar")
L1.grid(row=6, column=0, sticky="W")
lebar=StringVar()
E2=Entry(my_app, textvariable=lebar)
E2.grid(row=6, column=1)
L3=Label(my_app, text="tinggi")
L3.grid(row=7, column=0, sticky="W")
tinggi=StringVar()
E3=Entry(my_app, textvariable=tinggi)
E3.grid(row=7, column=1)
def hitungLuas():
a=float(panjang.get())
b=float(lebar.get())
c=float(tinggi.get())
hasil=2*a*b+2*a*c+2*b*c
Hasil.config(text=hasil)
B1=Button(my_app, text="Hitung Luas", command=hitungLuas)
B1.grid(row=8, column=0, sticky="W")
LabelHasil=Label(my_app, text="Panjang")
LabelHasil.grid(row=5, column=0, sticky="W")
Hasil=Label(my_app, text="0")
Hasil.grid(row=9, column=3)
my_app.mainloop()
Ln: 16 Col: 30
Desktop
ENG
22:27
15/12/2019